Position (Dark souls; HP alternative)

Position not only represents an abstraction of health and stamina, but also enables players to affect dice rolls and to use key abilities, adding a strategic layer to any combat action. Each character's Base Position is equal to their current level, plus their Constitution modifier, and the maximum value of the dice in their position pool. If a character's Position is reduced to zero, the character is killed.
At 1st level a character's Base Position is equal to:
Constitution modifier + Maximum value of their Origin's Position dice + Current Level

For example, a Knight with Constitution 15 (+2) and a Brute Origin (1d10 Position) at 1st level has a base Position pool of 13 (2+10+1).

At every level after 1st, when they level up characters increase their Base Position as shown below:
Current Base Position + Constitution Modifier
If your character starts at level one, then when you level up, you increase your Base Position by simply adding your modifier. If your game is starting at a higher level, then you include your level (as seen in Origins' 'Position at Higher Levels'). This little boost is to reflect the lack of improved equipment you'll have been able to equip yet. It's not a lot but it might just help.

When the Knight reaches 2nd level, the character's player adds their +2 Constitution modifier to their existing base position.
As a result, Base Position is increased to 15.

During combat, characters will increase their Position by rolling a number of Position dice (determined by their Origin and level) to generate additional temporary position.

Uninjured and fully rested, the Knight’s current Position would be 15 (equal to their Base Position). When the Knight enters combat with a Hollow, the Knight’s player rolls 2d10 (level x Position Dice) resulting in 11, and adds this to their current Position giving them a total of 26 Position for the coming conflict.

Position Pool In and Out of Combat

Position is vital for a character in combat but also plays a key role in other dangerous situations such as stumbling into a trap, being poisoned, or falling for a height, amongst many other dangerous events in the world of DARK SOULS.
Out of combat, all damaging effects are deducted from the character’s current Position.
In combat, however, things are a little different. Once the GM has announced that a combat is about to begin, and initiative has been
determined, characters gain additional temporary position. Be this a surge of adrenaline, or an experienced fighter understanding the
battlefield, this temporary boost is vital for survival. This additional temporary position is calculated when a character first
acts in combat, and is added to the character’s current Position. Being surprised in combat, is therefore really rather dangerous.
Temporary Position = Origin Position dice x Level
Once the combat has ended, a character’s Position reverts to either their Base Position value, or stays at the current Position value, whichever is lowest. The healing powers of the Estus Flask, and some magic items or spells can restore position, as can taking a Long rest at a bonfire.

If the Knight suffers 3 points of damage in the fight with the Hollow, after the fight ends, their Position (currently 26) reverts
back to 15 (equal to their Base Position). Alternatively, if the Knight had fared worse and suffered 13 damage from the Hollow’s bombs, after the fight ends, their Position would remain at 13 until healed or rested.

Using Position

Position can be expended to represent that little extra effort. Do you want to burn your enemies with a Great Chaos Fireball? Or did you miss the vital blow that might have turned the fight in your favour? Perhaps the enemy only just manage to survive when a little more damage might have killed them? This is where strategic use of Position is critical to your character’s

survival. Some abilities, or spells, can only be triggered using Position by spending the specified amount from a character's Position total. These costs are noted in the description of the spell or ability, where appropriate. Alternatively, Position can be spent to modify dice rolls, to increase damage, or to attempt difficult and impressive actions. But beware, Position may only be used once per activation so careful timing is key.

Spending Position

Some restrictions:
You can only ever spend Position on yourself.
You may only spend Position once per turn.
You cannot trigger critical effects by spending Position.

Common Uses

Increase the result of a dice roll by +1 per Position
There is no limit on how much Position you can spend on an attack roll, so, you could roll a 1 and, if you had sufficient Position, hit a creature with an AC 20 but in doing, leave yourself much more vulnerable to your enemy's attacks.

Increase your melee or ranged attack damage roll by 5 points, as a minimum
You can increase damage by however much you wish, spend Position on a 1 to 1 basis, but you must always spend a minimum of 5 Position to do so, unless using a weapon's special ability.

Increase your movement
Gain +5 feet of movement per Position spent. Maximum movement that may be gained in this way is equal to your Base Speed value.

If a player thinks of a particularly interesting or ingenious use of Position, then the GM should feel free to dictate a cost and allow the Unkindled to perform the action described by the player.
In summary, Position represents a combination of health and stamina but instead of being a pool that decreases only when a player
character takes damage, in DARK SOULS: The Roleplaying Game¸ you can spend Position to trigger abilities, cast spells, modify your dice rolls, and even increase your damage.
BUT
Be careful! Don't ever forget that Position still counts as a representation of your health. Once it hits zero, you die! Spending Position can grant you impressive advantages in combat, often turning

the tide in your favour, but doing so will make dying that much quicker and easier. Use it cautiously…

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